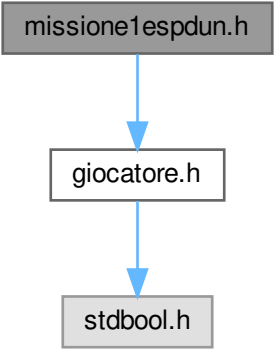


missione1espdun.h



```
graph TD; A[missione1espdun.h] --> B[giocatore.h]; B --> C[stdbool.h];
```

giocatore.h

stdbool.h